

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE
(Attorney Docket No. 05222.00181)

In the Application of:)
)
Beams, et al.)
)
Serial No: Unassigned)
)
Filed: November 5, 2001)
)
For: A System, Method and Article of Manufacture for)
Creating Chat Rooms with Multiple Roles for)
Multiple Participants)

PRELIMINARY AMENDMENT

Assistant Commissioner for Patents
Washington, DC 20231

Sir:

This amendment is being filed concurrently with the above-identified application.
It is believed that no fee is due in connection with this filing. However, if a fee is due, the
Office is authorized to charge such a fee to Deposit Account No. 01-0850.

Prior to examining the above-identified application, please amend the application
as follows:

IN THE SPECIFICATION:

On page 1, line 4, please add the following paragraph:

PRIORITY CLAIM

This is a continuation of the following International Applications filed on May 5, 2000:

PCT/US00/12449, which claims priority to U.S. Application No. 09/306,467,
filed May 5, 1999;

PCT/US00/12512, which claims priority to U.S. Application No. 09/305,930,
filed May 5, 1999;

IN THE CLAIMS:

Please add the following claims:

23. A method for establishing a goal directed educational system utilizing information from a production system, comprising the steps of:

- (a) generating educational goals based on at least one production system;
- (b) coupling a server and one or more users;
- (c) coupling the server and the production system wherein the production system provides information;
- (d) integrating the production information into a simulation engine utilizing a system dynamics engine and generating information that motivates accomplishment of a goal;
- (e) evaluating progress toward the goal based on aspects of the production system utilizing the system dynamics engine, anticipated results and providing feedback that further motivates accomplishment of the goal; and
- (f) adjusting the feedback based on the one or more user's progress toward the goal.

24. A method for establishing a goal directed educational system utilizing information from a production system, as recited in claim 23, wherein the production information is utilized to simulate real world actions and results.

25. A method for establishing a goal directed educational system utilizing information from a production system, as recited in claim 23, wherein the production information includes accounting information that is utilized to provide actual feedback based on current financial status.
26. A method for establishing a goal directed educational system utilizing information from a production system, as recited in claim 23, wherein the production information includes current manufacturing information to tailor feedback based on current production.
27. A method for establishing a goal directed educational system utilizing information from a production system, as recited in claim 23, wherein the production information includes human resource information that is utilized to provide actual feedback based on current policies and procedures.
28. A method for establishing a goal directed educational system utilizing information from a production system, as recited in claim 23, wherein the production information includes marketing information that is utilized to provide actual feedback based on current business projections.
29. A method for establishing a goal directed educational system utilizing information from a production system, as recited in claim 23, wherein the system dynamics engine utilizes an expert system to process the production information with predefined rules to provide feedback tailored to the production system and designed to achieve the goal.
30. A method for establishing a goal directed educational system utilizing information from a production system, as recited in claim 29, wherein the feedback is selected based on the user's response to the presented information.
31. A method for establishing a goal directed educational system utilizing information from a production system, as recited in claim 23, wherein the user's progress is measured against the information from the production system.

32. An apparatus for establishing a goal directed educational system utilizing information from a production system, comprising:

- (a) logic that generates educational goals based on at least one production system;
- (b) logic that couples a server and one or more users;
- (c) logic that couples the server and the production system wherein the production system provides information;
- (d) logic that integrates the production information into a simulation engine utilizing a system dynamics engine and generating information that motivates accomplishment of the goal;
- (e) logic that evaluates progress toward the goal based on aspects of the production system utilizing the system dynamics engine, anticipated results and providing feedback that further motivates accomplishment of the goal; and
- (f) logic that adjusts the feedback based on the one or more user's progress toward the goal.

33. A computer program embodied on a computer-readable medium that establishes a goal directed educational system utilizing information from a production system, comprising;

- (a) code that generates educational goals based on at least one production system;
- (b) code that couples a server and one or more users;
- (c) code that couples the server and the production system wherein the production system provides information;
- (d) code that integrates the production information into a simulation engine utilizing a system dynamics engine and generating information that motivates accomplishment of the goal;

- (e) code that evaluates progress toward the goal on aspects of the production system utilizing the system dynamics engine, anticipated results and providing feedback that further motivates accomplishment of the goal; and
- (f) code that adjusts the feedback based on the one or more user's progress toward the goal.

34. A computer program embodied on a computer-readable medium that establishes a goal directed educational system utilizing information from a production system as recited in claim 33, wherein the production information is utilized to simulate real world actions and results.

35. A computer program embodied on a computer-readable medium that establishes a goal directed educational system utilizing information from a production system as recited in claim 33, wherein the production information includes accounting information that is utilized to provide actual feedback based on current financial status.

36. A computer program embodied on a computer-readable medium that establishes a goal directed educational system utilizing information from a production system as recited in claim 33, wherein the production information includes current manufacturing information to tailor feedback based on current production.

37. A computer program embodied on a computer-readable medium that establishes a goal directed educational system utilizing information from a production system as recited in claim 33, wherein the production information includes human resource information that is utilized to provide actual feedback based on current policies and procedures.

38. A computer program embodied on a computer-readable medium that establishes a goal directed educational system utilizing information from a production system as recited in claim 33, wherein the production information includes marketing information that is utilized to provide actual feedback based on current business projections.

39. A computer program embodied on a computer-readable medium that establishes a goal directed educational system utilizing information from a production system as recited in claim 33, wherein the system dynamics engine utilizes an expert system to process the production information with predefined rules to provide feedback tailored to the production system and designed to achieve the goal.

40. A computer program embodied on a computer-readable medium that establishes a goal directed educational system utilizing information from a production system as recited in claim 39, wherein the feedback is selected based on the user's response to the presented information.

41. A computer program embodied on a computer-readable medium that establishes a goal directed educational system utilizing information from a production system as recited in claim 33, wherein the user's progress is measured against the information from the production system.

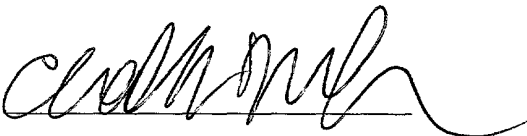
REMARKS

Claims 23 to 41 are added to include all claims of the above-identified international applications, which this application is a continuation of.

Respectfully submitted,
BANNER & WITCOFF, LTD.

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